How to / Maniaplanet / Mediatracker / How it works

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Tracks, timeline, blocks and keyframes

In the 2nd column, you can now insert effect **tracks**. You can insert countless effect tracks for the selected clip in the left column.

Whenever you press the "**+**" button, it will ask you for the effect track type you want to insert.
The selected effect track will always be placed at your current cursor position in the **timeline**.

CLICK IMAGE TO ZOOM

Timeline handling

You have timeline in which you can arrange your effects to control when they play.
Watch the picture to get the basic controls of the timeline. You can **move your cursor** for inserting new tracks, you can **drag** around existing tracks to re-arrange them and so on ...
Press a spot in the timeline with the right mousebutton and move the mouse to left/right in order to **zoom in/out**.

CLICK IMAGE TO ZOOM

Now let's insert our first effect track at 0:00.
What will it be ? Chose TEXT track from the popup menu.

A new **block** of 3 seconds length (default) will now be inserted into the timeline.
The upper left column now shows the relevant values for this effect.

CLICK IMAGE TO ZOOM

Press the "show whole timeline" button now.
Do you notice the little orange squares with the black margin around them at the beginning and the end of the block ? These are **key frames**.

Key frames are the ONLY PLACES in the block, where you can enter desired values and the mediatracker will **automatically create a seamless transition between them** when the clip plays.

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Every block has at least 2 keyframes : start and end.
Click a key frame in the timeline to select it for entering your desired values.

You are free to insert multiple **more key frames** to achieve a more complicated behaviour of the effect block.

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By selecting and dragging keyframes, you can make the **block shorter/longer** and by clicking and draggin the block, you can **position it elsewhere** in the timeline.

Let's proceed with our example.
Select the start keyframe and enter "THIS IS MY TEXT" as the text value in the upper left column.

See how the text appears in the main preview window ? The **preview window** will always show you the content at the current time cursor position.

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Now go to the end keyframe and insert these values:
Rotation : 360 (degrees) and slide the opacity to the left (invisible).

In addition, uncheck the "**Keep playing" button**. "Keep playing" would cause the last states of all effect tracks to keep playing, even when the block has ended. We don't want this (in this case).

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And while we're at it, let's **shorten the block** to 1 second length.

You can **shorten or lengthen the block** by selecting it with the mouse, entering the start/end time values manually or by dragging the start/end keyframes to new positions.
That's it - our mediatracker effect is ready to go.

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Leave the mediatracker with the "exit" button in the upper left corner and get back to the track editor.
Now press "validate the track" on the lower right corner, so we can see our newly created effect in action.

And as soon as the car starts driving, you will see your text rotating and vanishing into thin dust, just like you edited it in the mediatracker.

CLICK IMAGE TO ZOOM

Basic principles

That's how the mediatracker works. Of course the differnet effects have different values, sometimes hard to handle, but the basic principle is always the same:

Step 1 - Insert clip(s) and state the conditions under which it plays.
Step 2 - Fill the clip with effect tracks, align the single blocks along the timeline and edit the values of the keyframes.

Iron rules

Only **1 clip** can be triggered at a time. Only a triggered clip is able to playback its content.
When a car enters the trigger area, the clip is triggered and **stays** triggered, **unless** another clip is triggered.
When a clip gets **untriggered**, it stops playing, but it can become triggered again later on.

Little helpers

Luckily, there are some little helpers which assist you when handling long and complicated mediatracker work.

Copy values from one to another keyframe

Click the target keyframe, press CTRL and click the source keyframe.

Export / Import contents of a clip

Select a clip in the left column and press the "export clip" button at the top. This saved content can now be imported into any other clip you like via the "import clip" button, in the same driving track or a different one.
This is especially useful if you have lots of repeating patterns in different clips or if you use the same clips over and over again through different driving tracks, like intro sequences for example...

Quick reference guide

(to be inserted)

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